

The main purpose of the Spring Woodsman's Competition is to preserve and develop the skills and talents of the old-fashioned woodsman—a person who was most at home in the forest, the swamp, and the scrubbrush. To attain this goal, this contest has been organized to test students' these skills, demonstrate them to the public, and encourage friendly competition between schools. Good fellowship and fun should go hand in hand with all involved.

To win the contest, each team tries to accumulate more points than its competitors in a series of events. At the end of the two day event, trophies will be awarded to the men's and women's teams with the greatest points.

## OFFICIAL RULES

### 34TH INTERCOLLEGIATE SPRING WOODSMEN'S COMPETITION

#### SPONSORED BY

THE CABIN AND TRAIL DIVISION  
OF THE DARTMOUTH OUTING CLUB

DARTMOUTH COLLEGE  
HANOVER, NEW HAMPSHIRE

MAY 2-3, 1980

1. There may be only one regular team member. If a regular team member is injured, he may be replaced by the alternate by consent of the head judge. One coach may accompany each team.

2. There may be only one regular team member. If a regular team member is injured, he may be replaced by the alternate by consent of the head judge. One coach may accompany each team.

3. In the event that a team feels an error has been made in judging, recording, or scoring, that team may file a protest. Such a protest should be brought to the attention of the head judge within thirty minutes of the event in question. All team captains will hear and vote upon each protest at the post-meeting session; the head judge will officiate at this meeting and his vote will break all ties. Protest forms may be obtained from the head judge during the contest.

4. Any violation of good sportsmanship will constitute grounds for disqualification from the remainder of the contest. The disqualified team will not be allowed to replace a disqualified member.



The main purpose of the SPRING WOODSMEN'S CONTEST is to preserve some of the skills and talents of the old Northeast woodsman--a person who was most at home in the forest, the swamp, and the puckerbrush. To attain this goal, this contest has been organized to teach students these skills, demonstrate them to the public, and encourage friendly competition between schools. Good fellowship and fun go hand in hand with all involved.

To win the contest, each team tries to accumulate more points than its competitors in nineteen different events. At the end of the two day meet, trophies are awarded to the Men's and Women's teams with the greatest total score.

### GENERAL RULES

1. Teams will consist of six students and one alternate. All team members, with the exception of the alumni teams, must be undergraduates at the school they represent. One coach may accompany each team.
2. There may be only one alternate per team. If a regular team member is injured, that individual may be replaced by the alternate by consent of the head judge. Any regular team member who has been replaced by the alternate may re-enter the competition only if another team member has been disabled and the head judge has given consent. If two team members are incapacitated, the team may compete with five people, given the consent of the head judge; in such cases, substitutions may be made freely within the team. Alternates may not be changed from one team to another.
3. In the case of alumni teams, substitutions may be made freely.
4. In the event that a team feels an error has been made in judging, recording, or scoring, that team may file a protest. Such a protest should be brought to the attention of the head judge within thirty minutes of the event in question. All team captains will hear and vote upon each protest at the post-meet captains' meeting; the head judge will officiate at this meeting and his vote will break all ties. Protest forms may be obtained from the head judge during the contest.
5. Any violation of good sportsmanship will constitute grounds for an individual's disqualification from the remainder of the meet. The alternate will not be allowed to replace a disqualified team member.



6. Women's teams will use lighter scootloading, log rolling, singles pulp throw, and team pulp throw logs. Also, women's teams will use 35 pound bags instead of 50 pound bags in the packboard race, and 6" by 6" logs for vertical chopping, compared to the men's 8" by 8" logs. Because of these differences, men's and women's teams will be scored separately. Alumni teams will be scored with the undergraduate men's teams, but only undergraduate teams will be awarded trophies. All event scoring will be based on elapsed time adjusted for penalties, skill points, or a combination of both.

7. The raw data from each event will be adjusted to a 100 point maximum scale. Thus, the highest score of any event for an undergraduate men's or women's team will equal 100 points, and lesser scores will be calculated proportionately. (A team that takes twice as long as the fastest team in pulp throw will receive 50 points, and a team that takes three times as long will receive 33 1/3, etc.) Note: because alumni teams will be scored in proportion to the undergraduate men's teams, it is possible for alumni teams to have an adjusted score for a given event that is greater than 100.

8. All teams must provide their own equipment, with these special exceptions: Dartmouth College will provide sawhorses, waterboiling cans, soapy water, matches, sandbags, all of the wood for the contest, the fly rods and reels, and the chainsaw for the chainsawing event. Any restrictions on equipment are covered in the rules for each event.

9. Positions and wood allocation will be determined by drawing lots at the first captains' meeting. Details concerning the time and location of this meeting will be mailed to each school before the weekend. If possible, mass start events will be done in four heats: Men's A teams, Men's B teams, Women's teams, and Alumni teams. Each school should keep this in mind when planning equipment and scheduling. For the chopping, cross-cut sawing and buck sawing events, each team will be given the same amount of sawn 8" x 8" pine timbers. Teams may utilize the wood in any way, but will not get additional wood.

10. Decisions of the head judge are final.

11. Neither Dartmouth College nor the Dartmouth Outing Club shall be held responsible for liabilities due to accidents which might occur before, during, or after the contest.

12. SAFETY PRECAUTIONS: All competitors in the chopping, vertical chopping, splitting, and felling events are advised (but not required) to use metal feet and shin guards. Competitors in the chainsawing event are advised to wear safety goggles. Dartmouth College will provide a pair of goggles, or the competitor may elect to use his or her own. In any case, all competitors are urged to exercise appropriate caution in their



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actions. The Dartmouth Campus Police cruiser or First Aid personnel will be standing by for emergencies.

13. STARTS: For all timed events, the starting procedure will be:

"Contestants ready?"

"Judges and timers ready?"

"5-4-3-2-1-GO!"

14. FALSE STARTS: In an effort to deal fairly with false starts (starting before the word "GO") the following procedures will be used:

a) In the packboard relay, the chain throw, the pulp throw, log rolling and scoot loading, the judge will quickly stop the contest and instruct everyone to prepare for a fresh start if a team begins too early.

b) In vertical chopping, chainsawing, cross-cut sawing, bucksawing, speed chopping, splitting, felling and fire building, the time for each team will start on the word "GO" or when the saw or axe first touches the wood, whichever comes first. Also, in vertical chopping, speed chopping, splitting, felling and fire building, the starter's axe must be in contact with the wood during the countdown, from the count of five until the count of one. On the count of one, the axe may be started in its initial swing. The purpose of this starting procedure for the axe events is to get everyone off to a uniform start.

15. If any contestants cannot finish their event, they may withdraw from that event by informing the judge. They will receive a time of "Did Not Finish" and they will receive a score of zero for that event.

16. It is the intent of these rules to provide penalties for all infractions of the rules. Disqualifications may result only from violations of good sportsmanship or obvious attempts at cheating. The Head Judge is the only person with the power to disqualify an individual or team.

#### COMMON RULES FOR THE THREE CANOEING EVENTS:

1. All canoes used in the canoeing events must be at least 15 feet long.

2. Paddles may not be double-bladed or used with a lock or any other mechanical attachment. Bent-shaft paddles or T-grip paddles may be used.

3. There is no limit on the number of paddles that may be carried in a canoe, but during the contest only those paddles



which were in the canoe at the start of the event may be used.

4. Paddles may be tied into a canoe for an event, but only after the timing for that event has begun. No clamps or other devices may be used to hold spare paddles in a canoe.

5. Each team will enter two people in the Singles Canoeing event, two different people in the Doubles Canoeing event, and the last two people in the Portage event.

6. No one will be allowed to paddle a canoe on the competition course before the contest. This includes spectators and groupies.

7. If a contestant or contestants misses a float or rounds one in the wrong direction, they have the option of taking the official penalty or going back around the missed float correctly.

NOTE: Any violation of rules 1 through 6 will result in a 2-minute penalty for the team or teams involved.

#### EVENT #1: SINGLES CANOEING

A. Purpose: The purpose of this event is for each of the two competitors to individually canoe a slalom course for speed.

B. Entrants: Two competitors will compete in this event. These people may not compete in any other canoeing event.

C. Equipment and Set-up: Each team will supply its own canoe and paddles. The canoeing course will be defined by colored floats and other markers set up by Dartmouth College.

D. Procedure: Two separate Singles courses will be marked prior to the start of the meet. At the first Captains' meeting each team will receive a chart describing the courses in detail. One entrant will canoe on the first course and the other entrant will canoe on the second course. The two courses will be different -- one short with many turns and the other longer with some straight stretches. The order of competition will be scheduled so that both entrants will not be canoeing at the same time.

1. Prior to the start, the first contestant will be in the canoe behind the starting line marked by two floats.

2. When the judge signals that all is ready, the contestant may start. The time will begin when the bow of the canoe crosses the starting line.

3. The contestant will paddle the course as fast as possible, and will follow the course as defined by the floats. Penalties will be assessed for passing a float on the wrong side or not following the prescribed course (see scoring below).

4. Timing for the event will stop when the canoe, with the



contestant in it, completely crosses the finish line marked by two floats.

5. The second contestant will later canoe the other course in exactly the same manner.

E. Scoring: A team's score for Singles Canoeing will be determined by the total time for both contestants, plus any additional time for penalties. The fastest total time will be awarded 100 points, and other teams will receive points proportionally, as described in General Rule #7. Penalties will be added to the canoeing time as follows:

- a) Passing a float on the wrong side of the canoe: 30 seconds per infraction.
- b) Skipping a float entirely: 60 seconds per infraction.
- c) Going the wrong way around a float (eg. counterclockwise instead of clockwise as shown in the directions): 30 seconds per infraction.

Note: No penalty will be assessed for submerging a float as long as it does not show on the wrong side of the canoe.

## EVENT #2: DOUBLES CANOEING

A. Purpose: The purpose of this event is for two contestants to paddle a canoe for speed around a slalom course.

B. Entrants: Two entrants will compete in this event, and they may not compete in any other canoeing event.

C. Equipment: The equipment for this event is the same as for Singles Canoeing (Event #1).

D. Procedure: The procedure for this event is very similar to Singles Canoeing, except that a course is run only once by two people working together. The Doubles Canoeing course will be described on a chart distributed at the first Captain's meeting in the same fashion as Singles Canoeing. Procedural steps 1 through 4 are the same as Singles Canoeing (Event #1).

E. Scoring: A team's score will be determined by the total time taken for completing the course, plus any assessed penalties. The penalties are the same as in Singles Canoeing (Event #1).

## EVENT #3: TWO PERSON PORTAGE RACE

A. Purpose: The purpose of this event is for two contestants to paddle and carry a canoe around a course for speed. The course will have a water leg and a land leg for each contestant.

B. Entrants: Two entrants will compete in this event, and they may not compete in any other canoeing event.



C. Equipment and Set-up: Each team will supply its own canoe, paddles, and packframe. The course will be laid out by Dartmouth College and will consist of colored floats on the water portions and colored tape and other signs on the land portions. No yokes or similar devices for portaging the canoe will be allowed, but the thwart of the canoe may be padded. Paddles may not be lashed to the thwarts to aid in carrying the canoe.

D. Procedure: Basically, the portage race is run as a relay, with the canoe used as the baton. Actual steps are as follows:

1. Prior to the start, the first person will be in the canoe in the water, behind the starting line marked by two floats. The packframe will be in the canoe.
2. When the judge signals that all is ready, the contestant may start. The time will begin when the bow of the canoe crosses the starting line.
3. The contestant will paddle the designated water course, and then beach the canoe where indicated by the markers. The contestant will then put on the packframe, pick up the canoe, and proceed to the exchange area across the first land portion of the course.
4. At the exchange area, the canoe and the packframe and the paddle will be given to the second contestant, who will proceed along the second land portion of the course. Note: the exchange of gear must be made within the designated area.
5. Upon reaching the water, the contestant will put the canoe in the water, stow the packframe in the canoe, and paddle the designated course to the finish. Timing will stop when the canoe, with the contestant, the packframe, and at least a portion of any broken paddle, entirely crosses the finish line.
6. No contestant will paddle wearing the packframe or portage without wearing the packframe.
7. The contestant may not be physically assisted along the way, with only two exceptions: A third person (from the same team) may run in front of the portager to make sure that they do not stray from the course or hit a tree. Also, both contestants may handle the canoe and equipment when completely inside the exchange area.

E. Scoring: A team's score for the Portage race will be determined by the total elapsed time for both contestants to complete the course, plus any additional time for penalties. Penalties will be added as follows:

- a) Exchange not completed within the designated area, or going off the designated course in any way: 30 seconds per infraction.
- b) Paddling with the packframe on, or portaging without the packframe on: 30 seconds per infraction.
- c) Finishing without at least a portion of any paddles that were in the canoe at the start: 30 seconds per infraction.
- d) Use of an illegal yoke or other carrying device, or



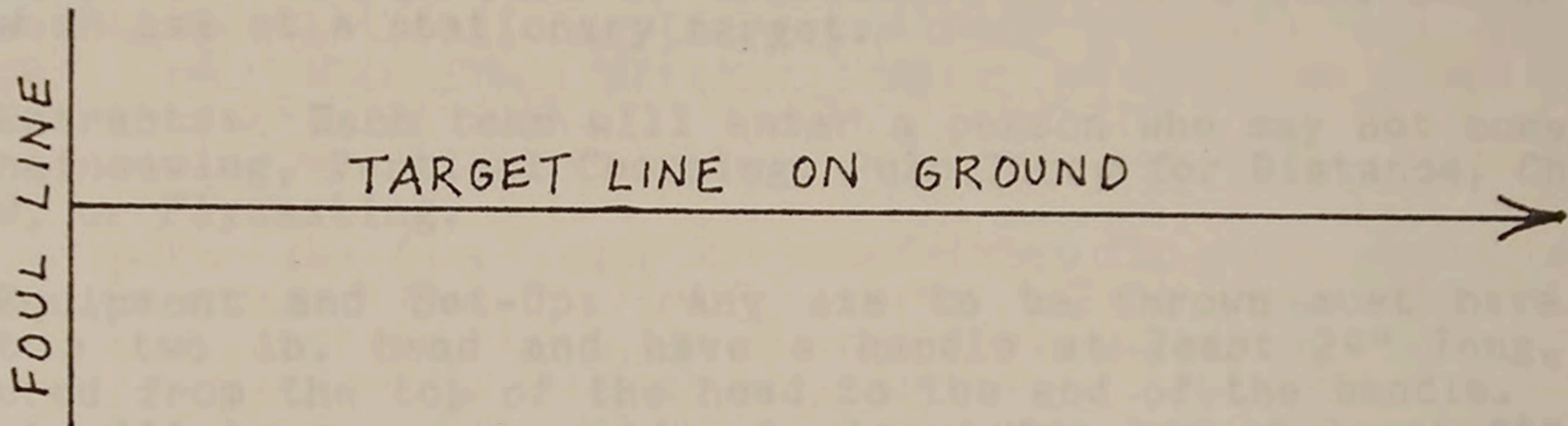
receiving physical assistance from anyone (other than the teammate in the exchange area): 2 minutes per infraction.

EVENT #4: FLYCASTING FOR DISTANCE AND ACCURACY

A. Purpose: The purpose of this event is for one team member, within a three-minute time limit, to cast a fly in a manner such that the fly lands at the greatest possible distance from the competitor on or near a given line on the ground.

B. Entrants: Each team will enter a person who may not compete in Chainsawing, Axe Throw, Pulp Throw for Distance, Vertical Chopping, or Chain Throw.

C. Equipment and Set-Up: Flyrods, reels, and line will be provided by Dartmouth College for both practice and the competition. A casting range will be set up as shown in the diagram:



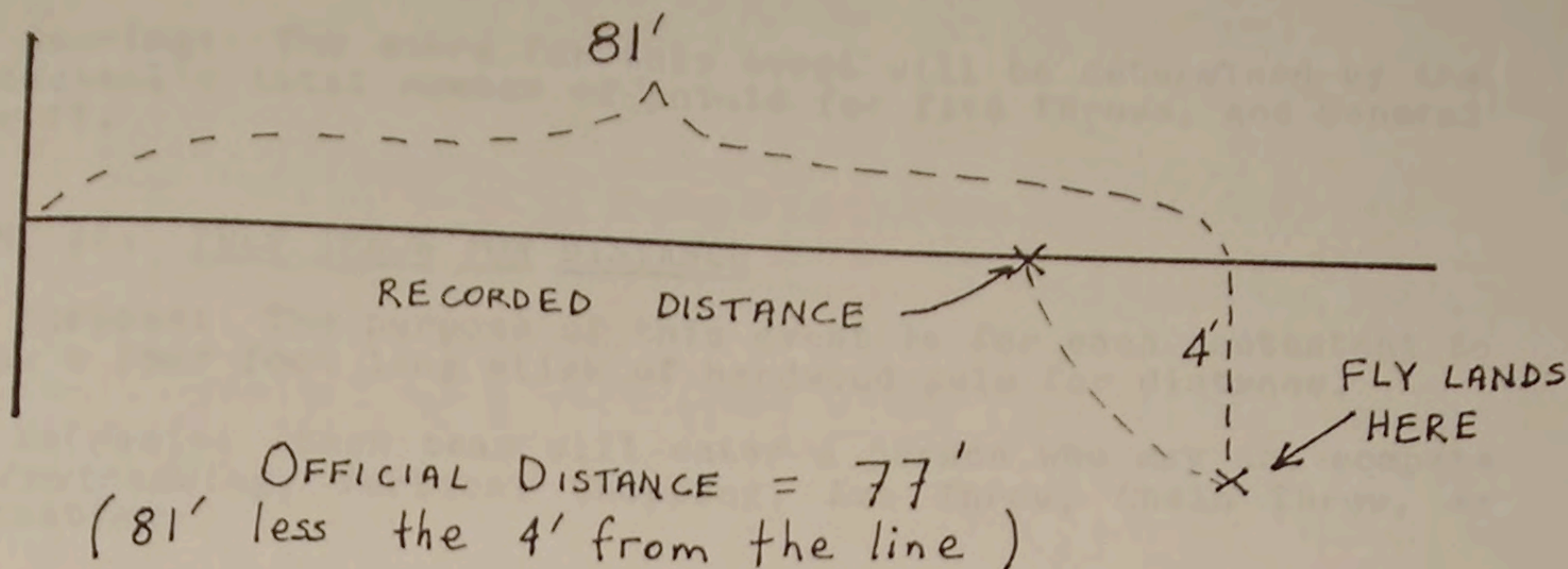
D. Procedure:

1. Each competitor will be given a three-minute practice period with a practice rod on the practice range.
2. For the actual competition, the competitor will begin casting at the judge's starting signal. At any time during the allowed three minutes, he or she may settle the line and vocally indicate to the judge that the position of the fly should be marked.
3. The contestant may not step over the foul line while casting. Any cast made while the contestant is stepping over the foul line will not count.
4. Any style of casting is permissible.
5. Any number of casts may be made within the three minutes; the best one will be used for scoring purposes.

E. Scoring:

1. The distance from each mark to the line will be measured, and then subtracted from the distance along the line. See diagram:





2. The score will be determined by the contestant's longest cast, and by applying General Rule #7.

#### EVENT #5: AXE THROW

A. Purpose: The purpose of this event is for a team member to throw an axe at a stationary target.

B. Entrants: Each team will enter a person who may not compete in Chainsawing, Vertical Chopping, Pulp Throw for Distance, Chain Throw, or Flycasting.

C. Equipment and Set-Up: Any axe to be thrown must have at least a two lb. head and have a handle at least 24" long, as measured from the top of the head to the end of the handle. The target will be a cross-sectional piece of a log at least 24" in diameter, placed 20' from the foul line. The bull's eye will be 5' 0" above the ground.

#### D. Procedure:

1. A separate practice target will be set up for throwers to use during warm-up.
2. Each contestant will be allowed two practice throws on the official target before taking his or her five official throws.
3. The axe must remain in the target until removed by the judge.
4. The target will be divided as follows:
 

4" diameter (bull's eye)	6 points
8" diameter	5 points
12" diameter	4 points
16" diameter	3 points
20" diameter	2 points
24" diameter	1 point
5. A strike landing on two different scoring circles will be awarded the higher point score.
6. Crossing the foul line before the axe is removed from the target by the judge will result in no score for that throw.



E. Scoring: The score for this event will be determined by the contestant's total number of points for five throws, and General Rule #7.

#### EVENT #6: PULP THROW FOR DISTANCE

- A. Purpose: The purpose of this event is for each contestant to throw a four foot long stick of hardwood pulp for distance.
- B. Entrants: Each team will enter a person who may not compete in Chainsawing, Vertical Chopping, Axe Throw, Chain Throw, or Flycasting.
- C. Equipment and Set-Up: A contestant may use a pulp hook (optional). The throwing area will be a 20' wide alley extending from the foul line.
- D. Procedure:
1. Each contestant will be given one warm-up throw and three official throws.
  2. A 10' running start will be allowed.
  3. The contestant may not step on or cross over the foul line at any time. The judge or an assistant will retrieve the pulp stick after each toss.
  4. The pulp log must land within the 20' wide alley extending from the foul line.
  5. The point at which the pulp stick first hits the ground will be considered the measuring point. If the log lands flat, the center of the log will count as the measuring point.
  6. The perpendicular distance from the foul line to the measuring point will be the recorded distance for each throw.
  7. Violations of Procedures #2,3 or 4 will result in "no distance" for the throw in question.
- E. Scoring: The score will be determined by the longest official throw by the contestant.

#### EVENT #7: VERTICAL CHOPPING

- A. Purpose: The purpose of this event is for one contestant to chop as quickly as possible through a log held vertically.
- B. Entrants: Each team will enter a person who may not compete in Fly Casting, Axe Throw, Chain Throw, Chainsawing, or Pulp Throw for Distance.
- C. Equipment and Set-Up: Each competitor will be assigned (by the position draw) a white pine block approximately 3 feet long. Men will chop 8" x 8" blocks, and women will chop 6" x 6" blocks. Dartmouth College will provide set-ups to hold the blocks firmly in place, about 2 feet off the ground. Competitors will be allowed to mark the blocks, brush them, and otherwise prepare



them for chopping.

D. Procedure:

1. When the contestant is ready, the judge will start the event as described in General Rules #13 and #14.
2. The contestant will chop through the log as quickly as possible. The time for this event will stop when the top of the log is completely severed from the bottom portion held in the vise.
3. The contestant must make every effort to chop all the way through the log. The top of the log may not be hit with the back of the axe or pushed by the contestant to break it off. A 30-second penalty will be added to the time for violation of this rule.
4. If a portion of the top of the log should break off during the event, the judge will determine whether or not the contestant actually chopped all the way through. If the competitor was not able to make a complete cut because of the break, another log will be provided and the contestant may chop again.

E. Scoring: Each team's score for this event will be determined by the total elapsed time for the competitor, plus any penalties.

EVENT #8: CHAIN THROWING

A. Purpose: The purpose of this event is for one person to roll a 200-link chain without the use of a reel in the shortest possible time. Also scored in this event are the neatness of the roll and the appearance of the chain after it has been unrolled.

B. Entrants: Each team will enter a person who may not compete in Chainsawing, Vertical Chopping, Pulp Throw for Distance, Axe Throw, or Flycasting.

C. Equipment and Set-Up: Contestants must use a 200-link chain, with standard ties (no velcro).

D. Procedure:

1. Before the start, the chain must be stretched out in a straight line on the ground. The contestant may not touch the chain until the start.
2. At the starting signal, the contestant will roll the chain, secure one end, throw it, and secure the final loose end. The contestant will indicate when finished by placing the coil on the ground. The time for this event will run from the starting signal until the contestant places the coil on the ground.
3. The judge will inspect the coil, and examine the quality of the rolling. Penalties will be added to the elapsed time for rolling faults as follows:
  - a) Ties not secure: 15 seconds per tie.
  - b) Uneven throw: 10 to 30 seconds (judge's discretion).



- c) Kinks or uneven loops: 10 to 60 seconds (judge's discretion).
- d) Poor general appearance: 1 to 30 seconds (judge's discretion).
- e) The judge may assign other penalty times as necessary.

4. After inspection, the judge will instruct the competitor to lay out the chain again, and the judge will add additional penalty times as follows:

- a) Inability to lay out the chain completely within 5 minutes: 2 minutes.
- b) Difficulty in laying out the chain: 10 seconds to 60 seconds.
- c) The judge may assign other penalty times as necessary.

E. Scoring: Each team's score for this event will be determined by the elapsed time for the contestant to coil the chain, plus any penalties assigned due to the appearance of the roll and the ability of the contestant to lay out the chain.

F. Notes: Before the event begins, the judge will explain the criterion for neatness and ability to roll and lay out a chain. The same person will judge all contestants to insure that judging is consistent.

#### EVENT #9: CHAINSAWING

A. Purpose: The purpose of this event is for one team member to make several cuts through a log with a chainsaw in the shortest possible time.

B. Entrants: Each team will enter one person who may not compete in Axe Throw, Flycasting, Chain Throw, Pulp Throw, or Vertical Chopping.

C. Equipment and Set-Up: Dartmouth College will provide the chainsaw. The contest will use a softwood log (probably a 12" x 12") securely supported on a saw horse.

D. Procedure:

1. Each contestant will be allowed to cut one practice disc off the log.
2. A 12"-wide area at the end of the log will then be marked off for each contestant.
3. The saw will be running, and the contestant must hold it on the ground until given the signal to start.
4. At the signal "GO!", the contestant will cut five discs off the log in the following fashion:
  - a) A cut halfway up from the bottom of the log.
  - b) A cut down from the top to meet the first half cut and separate a disc from the log. (If the two cuts do not meet, the competitor must continue cutting down until the



disc is completely cut from the log.)  
c) Two complete up-cuts and two complete down-cuts. (The contestant may make these four cuts in any order.)

5. The time for this event will stop when the fifth disc separates from the log.
6. Each disc cut from the log must be the result of the saw kerf completely passing through the log. If the contestant fails to make a complete cut, the disc may be re-cut or the contestant may accept the 12-second penalty (see E.e. below). The judge will determine whether or not a cut is complete.

E. Scoring: Each team's score for this event will be determined by the elapsed time from the starting signal until the fifth disc is separated from the log, plus additional time for penalties as follows:

- a) Failure to make the five cuts within the allowed 12": 10 seconds.
- b) Twisting the saw blade to try to separate a disc from the log: 15 seconds per infraction.
- c) Allowing the saw chain to come in contact with the ground at any time: 15 seconds per infraction.
- d) Not making the two half-cuts before the other cuts: 15 seconds.
- e) Incomplete cuts that are not replaced: 12 seconds per cut.

F. Notes: Damage to the chainsaw through negligent operation will be the financial responsibility of the contestant.

#### EVENT #10: TREE FELLING

A. Purpose: The purpose of this event is for two team members to fell a pole with axes as quickly and as accurately as possible.

B. Entrants: Each team will enter two people who may not compete in the scoot loading or the fire building.

C. Equipment and Set-Up: Felling poles will be assigned according the numbers picked at the first captain's meeting. The poles may be peeled at the chopping area, brushed, and marked prior to the start of the event. Each team will be given a target stake which must be placed vertically in the ground at least 12' away from the base of the pole. Any kind of axe may be used by the entrants, and additional axes may be located nearby in case of a break during the event.

D. Procedure:

1. The start for this event will be as described in General Rules #13 and #14.
2. The first contestant will chop partially through the pole, and the second contestant will continue chopping until the



- pole falls. Once the second contestant has started to chop, the first contestant may not touch an axe to the pole again. The second competitor may chop in the area where the first competitor worked if it is necessary.
3. When the pole begins to fall, it may be guided by the second chopper only by sinking the axe in the cut and twisting the handle. The tree may not be touched outside the cut to intentionally guide it.
  4. The time for this event will stop when the pole hits the ground.
  5. The accuracy portion of this event will be determined as follows: if the target stake was hit or directly disturbed by the pole on its way down, a "Hit" will be recorded for accuracy. If the target stake was not hit, the judges will move the pole back to where it first touched the ground (if necessary). They will then measure the distance from the target stake to the near edge of the fallen pole and record that distance for the accuracy measurement.
  6. If the target stake was hit, the elapsed time will be the time it took the two contestants to fell the pole. If the stake was not hit, one second will be added to the time for each inch away. (Example: Fred and John fell their pole in 47 seconds. They miss the stake by 14 inches, so their time for the event is 61 seconds. Their time would have been 47 seconds if they had hit the stake.)

E. Scoring: Each team's score for this event will be determined by the elapsed time, plus any additional time for missing the stake, plus time for any penalties. Penalties are defined as follows:

- a) Two contestants chopping at the same time, or the first person chopping after the second has started: 30 seconds per infraction.
- b) Attempting to make the pole fall or trying to guide the pole by hitting it or pushing it outside of the chopping area: 30 seconds per infraction.

F. Note: In the interest of safety, it is suggested (but not required) that both competitors wear leg and/or foot protection, and that both of them start their cuts with an up-swing.

#### EVENT #11: SCOOT LOADING

A. Purpose: The purpose of this event is for two people to load three logs on a platform as quickly as possible.

B. Entrants: Each team will enter two people who may not compete in Tree Felling or Fire Building.

C. Equipment and Set-Up: The contestants will use peavies or cant-dogs to load the logs on to the platform. The platform will be about 3' high, and two poles will be provided to be used as ramps. At the start of the event, the three logs to be loaded



will be behind the starting line, about 40' from the platform.

D. Procedure:

1. At the start of the event, the two contestants must be behind the starting line.
2. The judge will start the event as described in General Rules #13 and #14.
3. On the starting signal, one or both men will run up to the platform, set the poles in place to act as a ramp, maneuver the three logs on to the platform, and replace the ramp poles in the starting position.
4. The time for this event will run from the starting signal until both ramp poles are back in their original places.
5. The contestants must have the peavies in their hands at all times when they are moving the three logs, unless the peavies are trapped or knocked by a rolling log. If a peavy is trapped or knocked out of a contestant's hands, the contestant must retrieve the tool before moving the logs again. The competitors do not have to hold the peavies while they are working with the ramp logs.
6. If a log is dropped inside the platform, the team has the option of leaving it there and taking a penalty, or pulling the log out and trying to load it on to the platform again.
7. A third team member may stand behind the competitors and give them verbal directions, but may not help them in any other way.
8. The logs may be moved by using the peavy to hook and roll the log, lever the log, push the log, or "throw" the log at the top of the ramp. The contestants are not allowed to pick up the logs by putting their arms around the log (with or without the peavy in hand).

E. Scoring: Each team's score for this event will be determined by the total elapsed time, plus any additional time for penalties as follows:

- a) Failure to have the peavy in hand while working on the three logs: 30 seconds per infraction.
- b) Finishing the event (returning both ramp poles to their original positions) without all three logs on the platforms: 2 minutes for each log not in position.
- c) Picking up the logs (not using the peavy as a lever or to hook and roll the log): 30 seconds per infraction.
- d) Receiving physical assistance from any source: 30 seconds per infraction.

F. Notes: Each team will be responsible for returning the three logs back to the starting line after they are finished.

EVENT #12: FIRE BUILDING

A. Purpose: The purpose of this event is for two people to build a fire and boil water in the shortest possible time.



B. Entrants: Each team will enter two people who may not compete in Tree Felling or Scoot Loading.

C. Equipment and Set-Up: Each two-person team will be provided with a bolt of dry firewood, three wooden matches, and a tin can with a wire handle. Just before the contest, each team will receive a measured amount of soapy water. Each team may use a knife and axe. All fires will be built on the ground. The can may be placed directly on the ground, on top of the fire, or suspended from the handle of an extra axe stuck into a piece of wood.

D. Procedure:

1. The start of this contest will be as described in General Rules #13 and #14.
2. On the starting signal, the contestants will build a fire to heat the can of soapy water.
3. The time will run from the start until the water actually boils over the edge of the tin can.
4. If the competitors cannot start the fire with the three matches provided before the start, they can get additional matches (one at a time) from the designated judge in the center of the contest area.
5. If any water is lost from the can during the event, the entrants must get a complete refill from the same judge in the center of the contest area. No extra wood may be used.
6. The can may not be tilted, but must be upright and remain so throughout the event.

E. Scoring: Each team's score for this event will be determined by the elapsed time from start to boil-over, plus any additional time for penalties as follows:

- a) Spilling water and not getting a refill: 8 minutes.
- b) Using wood not from the originally assigned block: 1 minute.
- c) Tipping a can, or not straightening a tipped can: 1 minute.

#### EVENT #13: SPEED CHOPPING

A. Purpose: The purpose of this event is for three team members to each chop through an 8" x 8" log for speed.

B. Entrants: Each team will enter three people who may not compete in the splitting event.

C. Equipment and Set-Up: Each team will make use of some part of their total supply of 8" x 8" logs to set up for this event. The three chopping logs should be set up before the event begins. Logs may be brushed, marked for cuts, and supported on stands. (Teams must furnish their own stands if they want to use them.) Entrants may elect to stand on the log or on the ground while chopping. Competitors may use axes of any type in this event.



D. Procedure:

1. This contest will be run as a relay race.
2. The start will be as described in General Rules #13 and #14.
3. On the starting signal, the first person will chop completely through his or her log. When the first person has finished, the second person will chop his or her log, and then the third person will do the same.
4. The time for this event will run from the starting signal until the third person has finished chopping.
5. No two contestants may be working at the same time. If the first person hits or kicks their log after the second person has begun, a penalty will be assessed. The same applies for the second and third contestants. After chopping, a competitor may not touch the log until it has been inspected by the judge.
6. Contestants may chop only their own logs.

E. Scoring: Each team's score will be determined by the elapsed time plus any additional time for penalties as follows:

- a) Two contestants working at the same time: 20 seconds per infraction.
- b) Disturbing the chopped log before the judge inspects it: 15 seconds per infraction.
- c) Each log not chopped completely and log still supports contestants weight without breaking: 30 seconds per infraction; log has collapsed down but is still not completely separated even if only by a slender fiber: 5 seconds per infraction.

EVENT #14: SPLITTING

A. Purpose: The purpose of this event is for each of three team members to quarter three hardwood logs.

B. Entrants: Each team will enter three people who may not compete in the Speed Chopping event.

C. Equipment and Set-Up: Each team will be provided nine hardwood logs, which will be assigned according to the numbers drawn by the captains at the first Captains' meeting. Each log will have a 2" diameter paint spot on one end. Contestants may use any number of standard axes, but they may not use mauls or other splitting tools. The competitors may mark the logs with lumber crayons prior to the event but they must not use the color of the painted dot.

D. Procedure:

1. This contest will be run as a relay race, in the same fashion as the Speed Chopping event.
2. The start will be as described in General Rules #13 and #14.
3. At the starting signal, the first person will split three logs. The contestant must split each log into at least four



- pieces. A piece is defined as a completely separate portion of the log, with a flat, sawn surface on each end and some part of the painted dot on the wood.
4. When the first person has finished, the second person will split three logs and then the third person will finish with the three final logs. The timing for this contest will run from the starting signal until the third person tells the judge that the team is done. At the end of the event the team should have 36 pieces, four from each of the nine logs.
  5. No two contestants may be working at the same time. Once a contestant has finished splitting, that competitor's logs may not be touched. The contestants may look at pieces to see if they qualify or not, but they may not handle the logs.
  6. Contestants may split only their own three logs.
  7. Contestants may use any technique to split the logs, as long as the axe is in hand. They may put down the axe to move the logs, but they cannot work on actually splitting the logs without holding the axe.
  8. Three different types of hardwood logs will be used in the contest, and each team will receive three of each kind. Each contestant must split one log of each type.

E. Scoring: Each team's score will be determined by the elapsed time from the start until the third person tells the judge to stop, plus any additional time for penalties as follows:

- a) Failure to have 36 pieces at the end of the event: 30 seconds for each piece that the team is missing.
- b) Two contestants working at the same time, or contestants handling the wood after they are finished: 30 seconds per infraction.
- c) Ripping or kicking logs to break them into pieces without an axe in hand: 30 seconds per infraction.
- d) Failure to follow Procedure #8: 30 seconds.
- e) Using a maul, a hydraulic splitter, or other mechanical device: 20 minutes.

#### EVENT #15: BUCK SAWING

A. Purpose: The purpose of this event is for each team member to make two cuts with a bucksaw through an 8" x 8" pine log as quickly as possible.

B. Entrants: Each team will enter all six team members.

C. Equipment and Set-Up: Each team will make use of some part of their total supply of 8" x 8" pine logs for this event. Dartmouth College will supply sawhorses for this event and for the Cross-cut Sawing. The logs may be secured to the sawhorses by wedges, chain and binder, and by team members sitting on the log. Teams will not be allowed to use nails to fasten the log, and they will not be allowed to take apart the sawhorses or dig them into the ground.

Any type of buck saw may be used for the contest. A spare or



spares (frame and blade) may be kept handy, but may be used only if the original equipment breaks during the event. The judge will indicate to the competing team when replacement equipment may be used. A new saw may not be used if the first one merely becomes dull or does not cut well.

The log may be brushed and marked to indicate desired cut locations before the contest begins.

D. Procedure:

1. This contest will be run as a six-person relay race.
2. The start for this event will be as described in General Rules #13 and #14.
3. On the starting signal, the first contestant will cut two discs off the log and hand the saw to the second person who will make two cuts, and so on through all six team members. The timing for this event will run from the start until the 12th complete disc separates from the log.
4. A complete disc is one that is created by the kerf of the saw passing completely through the log. Cuts that come out to the side or that do not fall all the way through the log must be re-done. If a disc separates from the log and breaks, the disc may be counted as complete if the pieces can be put back together to make a full disc. The judge will determine the status of any questionable cut during the event.

E. Scoring: Each team's score for this event will be determined by the elapsed time from the start until the 12th disc separates from the log, plus any additional time for penalties as follows:

- a) Each disc not meeting the requirements of a full disc: 30 seconds.
- b) Using spare equipment without the permission of the judge: 1 minute per infraction.

EVENT #16: CROSS-CUT SAWING

A. Purpose: The purpose of this event is for all six team members, in three cross-cutting pairs, to make nine cuts on an 8" x 8" pine log as quickly as possible.

B. Entrants: Each team will enter all six team members.

C. Equipment and Set-Up: The log and sawhorse set-up for this event will be the same as for the buck sawing. Also, the log may be brushed and marked as in the buck sawing event.

Any type of cross-cut saw may be used. A spare saw may be kept handy. If a handle comes off during the contest, it may be put back on and sawing continued. If the saw actually breaks, the spare saw may be used. The spare saw may not be used if a handle comes off the first saw, and the spare may be used only with the consent of the judge.

D. Procedure:

1. This event will be run as a three-pair relay, in the same



- manner as the log rolling.
2. The start will be as described in General Rules #13 and #14.
  3. At the starting signal, the first pair will begin and make three complete cuts, and then hand the saw to the second pair. The second pair will make three cuts of their own, and then pass the saw to the third team who will make the final three cuts. The timing for this event will run from the start until the ninth complete disc separates from the log.
  4. Complete discs are as defined in Procedure #4 of the Buck Sawing rules.

E. Scoring: Each team's score for this event will be determined by the elapsed time from the start until the ninth disc separates from the log, plus any additional time for penalties as follows:

- a) Each disc not meeting the requirements of a full disc: 20 seconds.
- b) Using a spare saw without the permission of the judge: 1 minute and 30 seconds.

#### EVENT #17: PULP THROWING

A. Purpose: The purpose of this event is to throw four foot long pulpwood sticks between two sets of stakes as quickly as possible.

B. Entrants: Each team will enter all six team members.

C. Equipment and Set-Up: Two pulp throwing pits will be set up. The men's pit will have metal posts at the corners of a 4' x 20' rectangle, and the women's pit will have the posts at the corners of a 4' x 15' rectangle. Four pulp logs will be in each pit: each log will be a hardwood stick approximately four feet long.

D. Procedure:

1. Before the start, three contestants will be located at each end of the pit. All four logs will be at the starting end of the pit. The competitors may not be touching the logs at the start.
2. The start for this event will be as described in General Rules #13 and #14.
3. At the start, the first contestant will pick up and throw the four logs from the end of the pit toward the other end, attempting to make them count as successful throws. A successful throw is one that results in the log lying across the line between the two posts after all four logs have been thrown.
4. After all four logs have been thrown, the judge at the receiving end of the pit will call out the total number of successful throws, and the second person will throw the pulp back to the first end in the same manner. The third, fourth, fifth, and then the sixth team members will proceed in the same way, and then the order will begin again. The timing for this event will run from the start until a total of 48



successful throws have been made by the alternating team members.

5. The contestants may not step past the line through the two posts at their end of the pit while they are throwing the logs. All logs must be dragged back within reach before each contestant's turn.
6. The contestants may not touch any logs that are moving, except for a log that may be rocking back and forth in place. Only one contestant may be touching the logs at any time.
7. The contestants may stand anywhere while they are waiting for their turns, as long as they do not interfere with the other throwers or the logs.
8. The judges will call out the running total after each set of four throws. Their tally of successful throws is the official count. The time will stop as soon as the 48th log has landed, even if the 48th log happens to land before a set of four throws is finished.

E. Scoring: Each team's score will be determined by the elapsed time from the start until the 48th successful throw lands, plus any additional time for penalties as follows:

- a) Stepping over the foul line while throwing: 10 seconds per infraction.
- b) Forgetting to drag the logs back within reach before starting to throw: 15 seconds per infraction.
- c) Touching a moving log, or two people working at the same time (one person starting before the previous person has finished their turn): 20 seconds per infraction.
- d) Throwing out of order: 15 seconds per infraction.

#### EVENT #18: LOG ROLLING

A. Purpose: The purpose of this event is to roll a log along a given course as quickly as possible.

B. Entrants: Each team will enter all six team members.

C. Equipment and Set-Up: Two courses will be set up, each with its own rolling log about 14' long. The women's course will have a slightly lighter log than the men's course. The course will be defined by two sets of stakes at either end, and by a stake in the middle of the course that must be avoided. Two parallel skids will run from one end to the other to hold the log just off the ground during the contest. Only peavies or cant-dogs may be used in this event, but any number may be used.

D. Procedure:

1. The log may not be touched by the contestants before they compete.
2. The start for this event will be as described in General Rules #13 and #14.
3. At the start, the first two team members will roll the log along the course toward the two stakes at the other end.



4. The two contestants will maneuver the log until it hits both stakes (not necessarily simultaneously), and then the second pair of contestants will roll the log back to the two starting stakes.
5. When the log hits both of the starting stakes, the third pair of contestants will roll the log along the course for the third time until it hits both stakes at the end again. The time for this event will run from the start until the completion of the third leg of the roll.
6. For a stake to be counted as hit, the curved side of the log must touch it. The flat sawn end of the log will not be considered sufficient. The judge will tell the competitors when they hit the stakes and when they may change pairs.
7. No penalties will be assessed if the log comes off the skids during the event.
8. The peavy or cant-dog should be held at all times unless it is accidentally dropped or trapped by the log. As long as the peavy is being held, contestants may use their feet, hands, or body to move the log.
9. One team member may walk on the course and give instructions to the two rollers.

E. Scoring: Each team's score will be determined by the elapsed time to roll the log three times across the course, plus any additional time for penalties as follows:

- a) Changing rolling pairs without the judge indicating that the log has hit both stakes: 30 seconds per infraction.
- b) Pushing or moving the log without having the peavy or cant-dog in hand: 30 seconds per infraction.

F. Notes: Each team will be responsible for returning the log to the start after they have finished.

#### EVENT #19: PACKBOARD RACE

A. Purpose: The purpose of this event is for each team to lash a blanket, a sandbag, and a 10" diameter frying pan to a packboard and then run a relay course for speed.

B. Entrants: Each team will enter all six team members.

C. Equipment and Set-Up: Each team must supply its own packboard, lashing rope, frying pan of at least 10" diameter, and a blanket at least 4' x 6'. Dartmouth College will supply the sandbags for the contest--they will weigh 50 pounds for the men and 35 pounds for the women.

D. Procedure:

1. Before the event begins, each team captain will be shown the course. The captain will be responsible for showing the course to the rest of the team and for placing individual runners in the appropriate exchange areas.
2. Prior to the starting signal, the lashing rope, blanket,



- sandbag, packboard, frying pan and rope will be spread on the ground. The rope must be coiled and free of knots; the blanket must be lying flat; and no items may be touching each other. Only this equipment and the person who is to start the event for each team will be in the starting area.
3. At the starting signal, the first person will wrap the sandbag and the frying pan with the blanket, lash these to the packboard, and run with the packboard to the first exchange area. There, the second person will take the packboard and run to the next exchange area, etc. This process is continued until the sixth person crosses the finish line with the packboard and the entire load.
  4. The transfer of the pack must be made within the designated exchange area at each transfer point.
  5. During the event the packboard may be supported with the hands but at no time may the "wrapped baggage" itself be supported with the hands.
  6. The packboard and load may be rebound by an entrant during the event if the load loosens and falls apart. An entrant may re-lash the load at any time, but whenever the load is re-lashed it may be done only by the one entrant currently running with the pack, unless re-lashed in the exchange area where both participants may work on it.
  7. While running, each competitor will stay on the course as designated by markers and flags.

E. Scoring: The team score shall be determined from the total time taken by the six people from the starting signal until the last person crosses the finish line with the complete load, plus time for any penalties. Penalties for this event are all worth 30 seconds, and are defined as violating any of the procedures 1 through 7 above.